

# The Dungeon Throne: A 3D Dungeon Management Game

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## Introduction

Dungeon Keeper is an iconic and genre-defining game that places the player in the role of a dungeon master that has to protect their dungeon against groups of heroic enemies that try to steal the treasures located in the dungeon. However, it does not provide any tools that would allow its players to create and distribute modifications of the game and thus the replayability of the game might not reach its full potential.

In this project, we examined the dungeon management genre and the aspects of game modifiability and used the knowledge gained to design and implement a spiritual successor to Dungeon Keeper that offers tools that allow its players to create and distribute modifications that can be applied to the game.

